

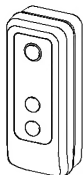
VIDEO SENTRY Series
PICTURE MEMORY UNIT

Model: **KC-32EU**

OPERATION MANUAL

This Manual and the Markings on the product contain various symbols in order that the product can be used safely and properly, and that the installer and user are protected from injury and property damage.

The following precautions must be thoroughly read and understood before proceeding.










KC-32EU

PRECAUTIONS ON OPERATIONS

⚠ WARNING Negligence could result in death or serious injury.

⚠ CAUTION Negligence could result in injury or damage to property.



⚠ WARNING

1. Do not change or alter KC-32EU. It can cause fire or electric shock. 
2. Do not use any power source other than specified. Fire or electric shock could result. 
3. Do not put any metal into KC-32EU through openings. It can cause fire, electric shock or unit damage. 
4. Keep KC-32EU away from water or any other liquid. Fire or electric shock could result. 
5. Keep AC cord of power supply from being marred or crushed. If damaged, fire or electric shock could result. 
6. Do not plug or unplug with wet hands. Electric shock could result. 
7. Keep AC plug away from moisture or dust. Fire could result. 

⚠ CAUTION

1. In case of electrical storms, unplug power supply from AC outlet. It can cause fire, electric shock, or power surge damage.


2. Do not install KC-32EU in any of the following locations, as it can cause fire, electric shock or unit damage:

- **High or extreme cold temperature area**, under direct sunlight, near equipment that varies in temperature, in front of air conditioner, inside a refrigerated area, etc.
- **Places subject to moisture or humidity extremes** (bathroom, cellar, greenhouse, etc.) 
- **Places subject to environmental conditions**, such as oil, dust, chemicals, salt, etc. 
- **Places subject to constant vibration or impact**.
- Where noise generating devices such as TV or radio are close by.
- **Places subject to steam or smoke.**


⚠ GENERAL PRECAUTIONS

1. The KC-32EU is for indoor installation only. Do not install outdoors.
2. In areas where broadcasting station antennas are close by, intercom system may be affected by radio frequency interference.
3. Keep all DC wiring at least 1m(3'3") away from TV or Radio.

Explanation of Symbols;

⚠ GENERAL PRECAUTIONS: The  mark indicates caution statement (incl. danger and warning), which is specifically shown inside.

ⓘ GENERAL INSTRUCTIONS: The  mark indicates contents which demands a specific action shown inside or attached.

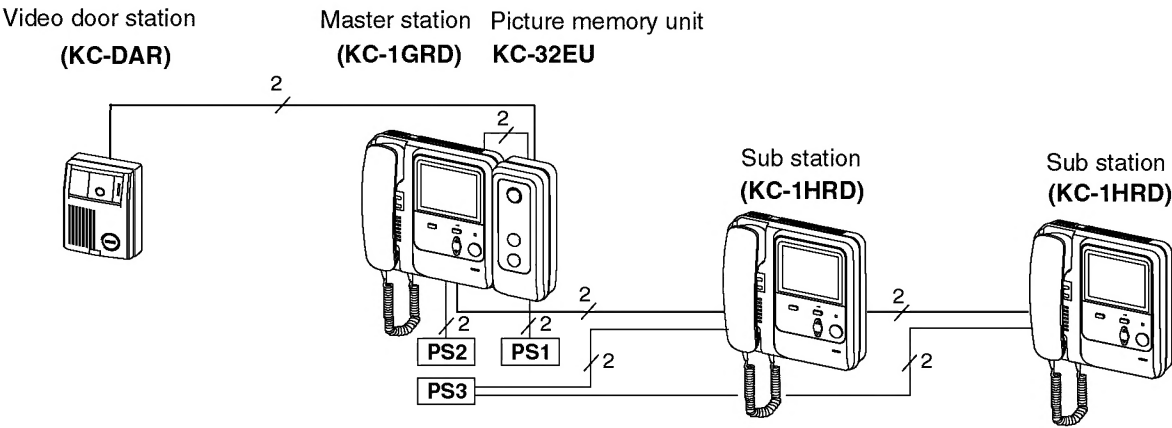
 **GENERAL PROHIBITIONS:** The  mark indicates contents which prohibit a specific action shown inside or attached.

 **DISMANTLE PROHIBITIONS**
 **MOISTURE PROHIBITIONS**

1 SYSTEM OUTLINE & COMPONENTS

The KC-32EU is a Picture Memory Unit for use with Aiphone Video Entry Security System, either in color or black & white. Requires one KC-32EU for each video entry.

SYSTEM LAYOUT EXAMPLE



Use 18V or 24V DC power supplies as specified by Aiphone;

PS1 : 18V DC... PS-18YC/A. PS-18C.

24V DC... PS-24E.

PS2, **PS3** : Refer to the Manuals packed with each Master station.

The KC-32EU Picture Memory Unit works with the following Aiphone Video Systems;

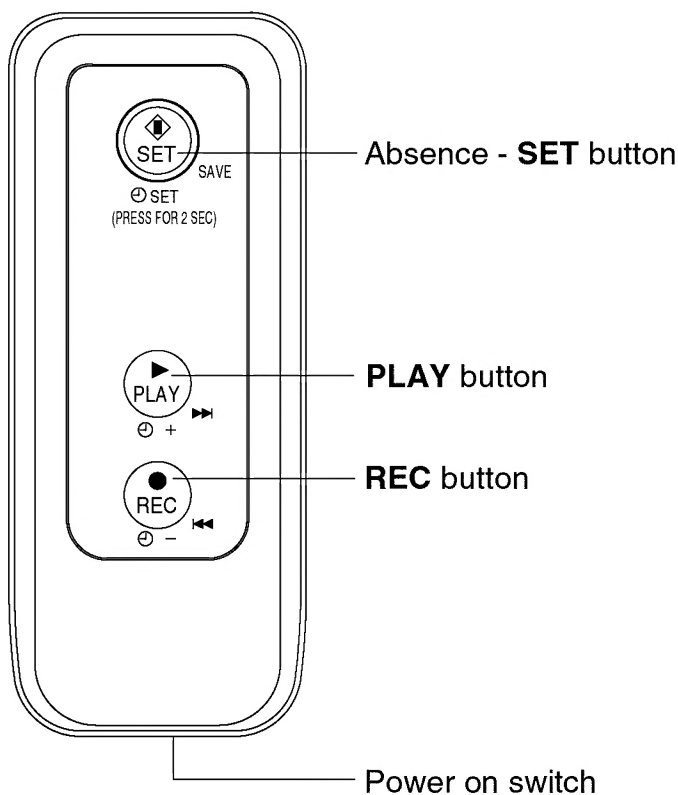
Color Video

- KC Series: **KC-1MRD**: 1 door - 1 monitor
KC-1GRD: 1 door - 3 monitors
- KB Series: **KB-3MRD**: 3 doors - 5 monitors
- KA Series: **KA-1MD**: 1 door - 1 monitor
KA-1MRD: 1 door - 1 monitor

Black & White Video

- MK Series: **MK-1MD/A**: 1 door - 1or 2 monitors
- MY Series: **MY-1CD**: 1 door - 1 monitor
MY-2CD: 2 doors - 3 monitors
- Power supply for KC-32EU: 18V or 24V DC. Varies by system.

KC-32EU



⚠ When KC-32EU malfunctions, turn power switch off and on again.

FEATURES

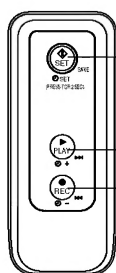
- Complies with Aiphone Video Entry Security System, Color or Black & white.
- New & existing installation.
- Max. 16 (4-frame), 16, 32 or 60 pictures save mode, selectable.
- Eight(8) pictures storable in memory.
- Four(4) consecutive pictures in MODE 1 setting.
- Requires one KC-32EU per video entry.
- 18V or 24V DC power sourced.
- 2 conductor non-polarized wiring.
- Approx. 30-minute memory back-up of date & time when power fails.

FUNCTIONS

- * SAVE Picture
 - * Auto Picture Save
 - * Manual Save (at each answering door)
- * ABSENCE-SET
- * REPLAY Saved Pictures
- * Extend SET/REPLAY mode
- * Save on external device
- * Setting: Date/Time location, DATE & TIME (Hour & Minute) and PICTURE SAVE mode (4 ways).

PRIOR SYSTEM SETTING

How to operate



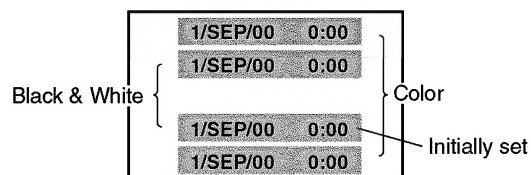
SET button for ENTER

PLAY button for MOVE UP or ADD

REC button for MOVE DOWN or REDUCE

- Programming can only be accomplished in the order of Date & Time location → Setting Date & Time → Picture SAVE mode.
- To change one section, you must cycle through each section.
- In programming, after pressing ABSENCE-SET button, it is not possible to go back to previous items.
- To correct wrong setting, restart from initial program mode.

1. Location of Date & Time

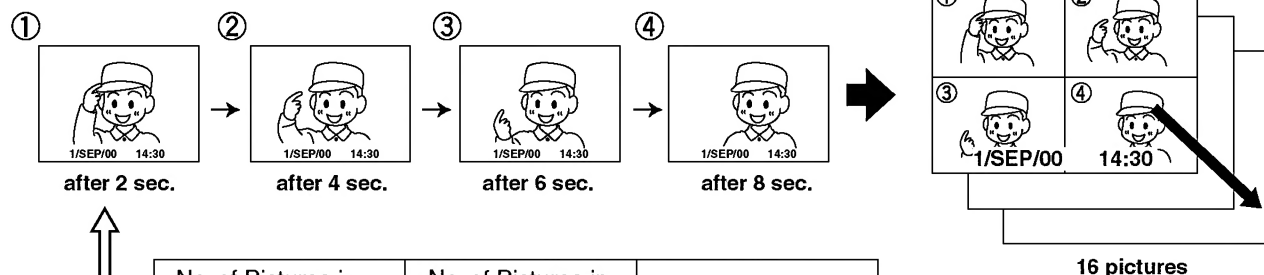
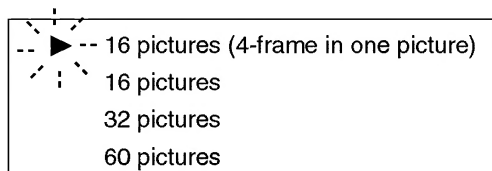


Select an On-screen location of date & time on the monitor.

2. Date & Time

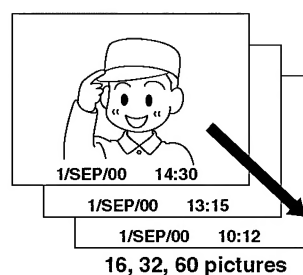
24-hour indication
13:00






3. Save mode

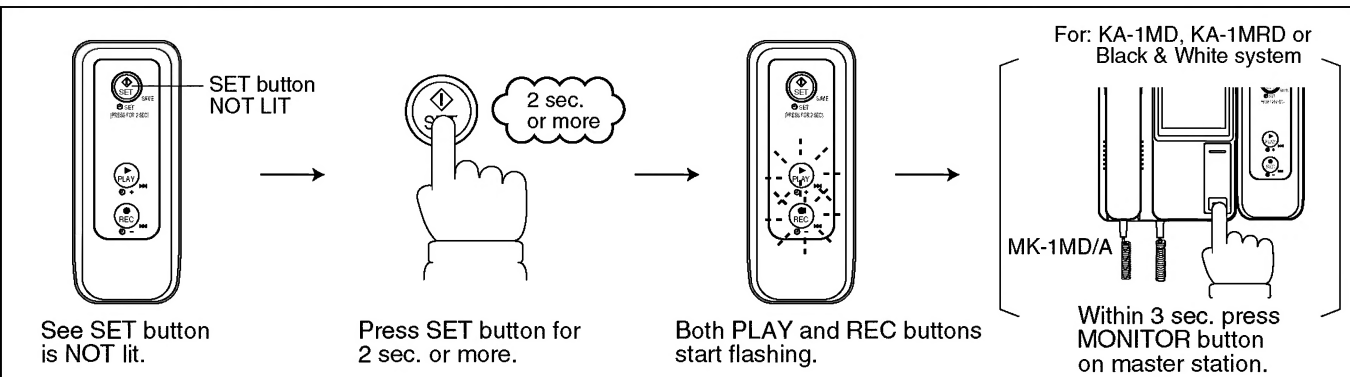


No. of Pictures in AUTO SAVE mode	No. of Pictures in MANUAL SAVE	Total no. of Pictures
4 pictures per save	1 picture per save	16 pictures
One picture	1 picture per save	16 pictures
One picture	1 picture per save	32 pictures
One picture	1 picture per save	60 pictures

Note: KC-32EU is initially set for 16 pictures (4 frames in one picture).

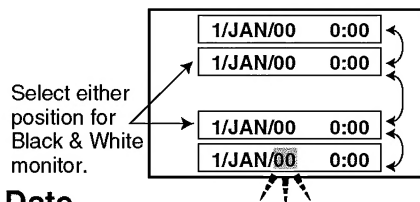


- 1. Note:** When  SET button is lit or flashing; it is not possible to enter SET mode.
When  is lit, press  to cancel. When  is flashing, press  to replay, and press **MONITOR** to finish replay mode.

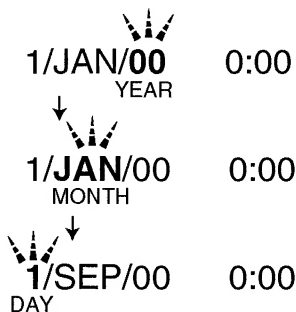


2. Location of Date & Time


(Example: 1/SEP/00 8:00)







3. Date



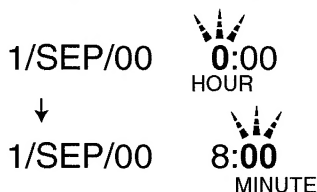
Move cursor up or down with PLAY  (up) or REC  (down) button.
Program with SET button .



The year is set to 2000, which is blinking. When SET button  is pressed, the MONTH begins blinking.



To move to the proper month, press PLAY button  repeatedly.
Press SET button  to enter.

To move to the proper day, press PLAY button  repeatedly.
Press SET button  to enter.

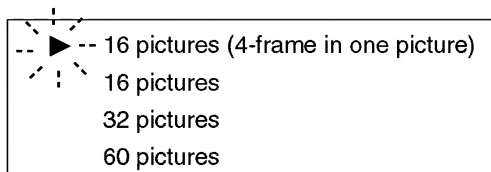
4. Time (Hour/Minute)



To set the hour, press PLAY button  repeatedly.
Press SET button  to enter.

To set the minutes, press PLAY button  repeatedly.
press SET button  to enter.

5. Picture SAVE mode

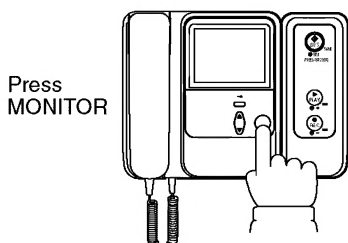


Select a Picture SAVE mode.

Note:

By later reprogramming to another Picture SAVE mode, all the presently saved pictures will be erased.

6. Ending Program mode



When finished, press MONITOR button  on master station.

Notes:

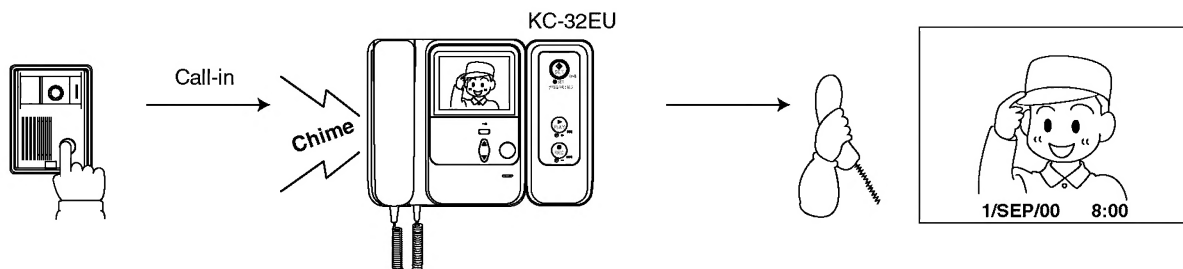
- When both PLAY and REC buttons are lit, date and time programming has been erased. Reprogram.
- When power fails, DATE/TIME programmed memory will be backed up by battery for approx. 30 minutes.
- At start of programming, the last saved picture is on the background.
- The background is blue if there are no pictures saved.
- The master station/KC-32EU, when in system setting mode, may block out an incoming call from door.

SAVE PICTURE

Auto Picture Save

When video door station calls, KC-32EU automatically saves the picture as follows;

- In 16 pictures (4 frames) setting; After being called, the picture is consecutively saved into 4 frames by every 2 sec., i.e. 2, 4, 6 and 8 sec.
- In 16, 32 & 60 pictures setting; Approx. 3 sec. after door station calls, one picture is saved.



OPERATIONS

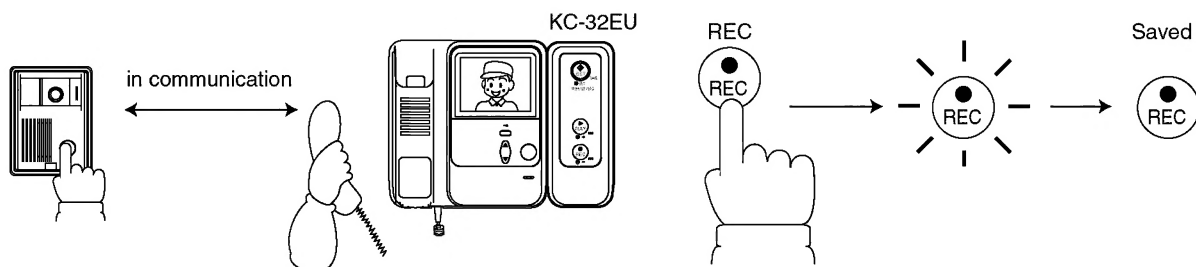
1. When video door station calls, pick up handset at master station.
2. Approx. 3 sec. after being called, the picture is automatically saved.
3. Lift handset, and answer door.
4. When finished, hang up handset.

Operational notes

1. This feature is done irrespective of Absence-SET mode entered or not.
2. Auto picture save becomes effective approx. 15 sec. after monitor turns off.
3. When master station is in monitoring mode, Auto Picture Save is not activated by door call.
4. It takes approx. 4 seconds until master station & KC-32EU are placed in standby for a door call and auto picture save.

Manual Picture Save

While answering door, the picture can also be saved.



OPERATIONS

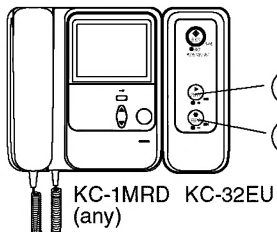
1. When door station calls, lift handset at master station.
2. While answering door, press REC button (REC).
3. The red light turns on. When saved, it goes off.
4. When finished, hang up.

Operational notes

1. When REC button is lit red, manual picture save is not operational.
2. Manual picture save is operational during Absence-SET mode.
3. The first picture manually saved will be overwritten on the picture automatically saved, and erased if operated before the master station monitor turns off.

REPLAY 16 PICTURES (4-FRAME)

KC-32EU replays the pictures saved. (Varies by picture SAVE mode)



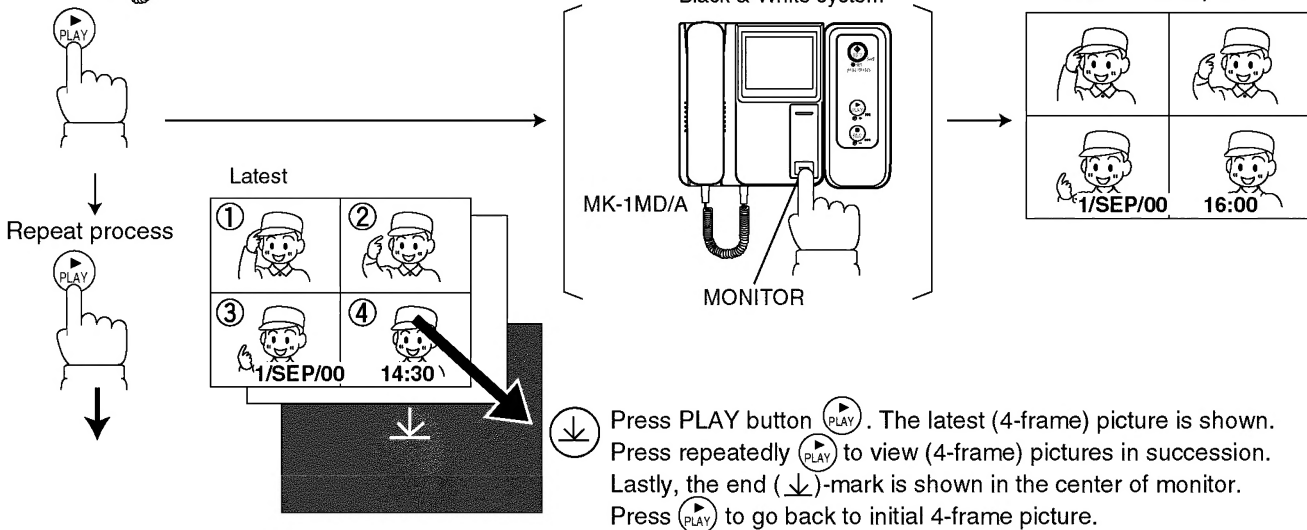
 PLAY - Show and move to the next picture.

● REC REC - During replay, each of four pictures can be viewed individually in full frame.

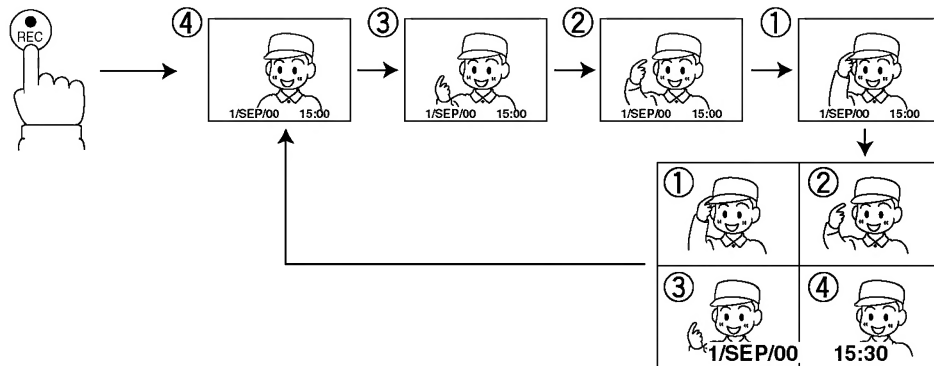
KC-1MRD KC-32EU
(any)


For: KA-1MD, KA-1MRD or
Black & White system

Latest 4-frame picture

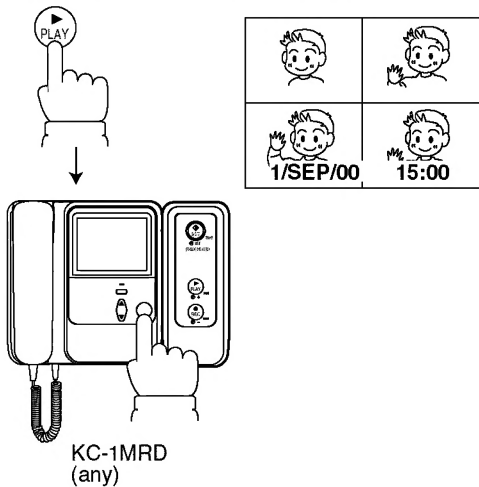



To view full-scale picture



View each frame of pictures in full-scale, depressing REC button . The pictures are replayed just like in motion.




To go back to 4-frame picture



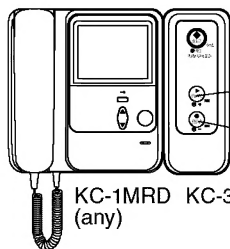
Press PLAY button  .
The next 4-frame picture is shown.

To end replay, press **MONITOR** button  on master station.

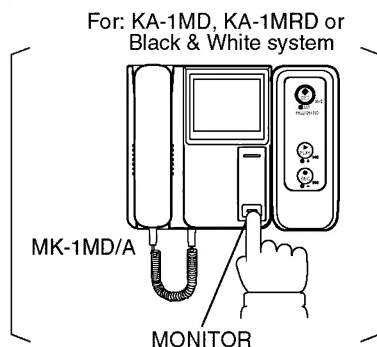
Operational notes

- When monitor turns off during replay, press MONITOR button  on master station within 3 seconds (i.e. while PLAY button  is lit).
- To reinstate replay after PLAY button  is not lit, wait for approx. 4 seconds after master station turns off.
- Replay is not operational when a picture has not been saved.
- During replay, do not touch any button.
- The picture being replayed can be stored in memory.
(See Page 9).
- The master station/KC-32EU, when in replay mode, may block out an incoming call from the door.

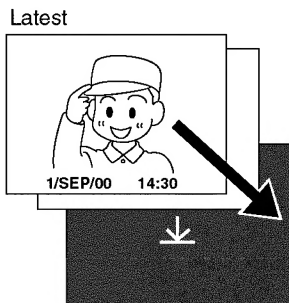
REPLAY 16, 32 or 60 PICTURES



- PLAY** - Move to the next picture. Return to the first picture.
- REC** - Return to the previous picture.



Repeat process





Press **PLAY** button .

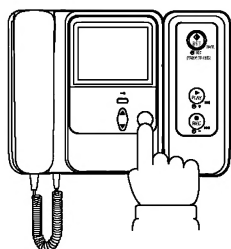


Lastly, the end (↓)-mark is shown in the center of monitor.

To return;




Press **PLAY** button , and the initial picture is shown.

During replay, press **REC** button  to go back to the picture one before.



To end replay, press **MONITOR** button  on master station.

Operational notes

- When monitor turns off during replay, press **MONITOR** button  on master station within approx. 3 seconds (i.e. while **PLAY** button  is lit).
- To reinitiate replay after **PLAY** button  is not lit, wait for approx. 4 seconds after master station turns off.
- Replay is not operational when a picture has not been saved.
- During replay, do not touch any button.
- The picture being replayed can be stored in memory. (See Page 9).
- After replay operation, it takes approx. 3 seconds until the system is returned to standby mode.
- The master station/KC-32EU, when in replay mode, may block out an incoming call from the door.

STORE IN MEMORY (max. 8 pictures)

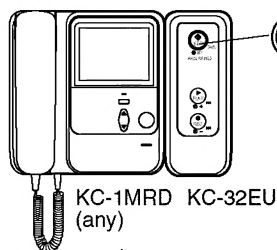
The saved picture can be stored in memory to prevent the picture from being overwritten.


On the picture, M indicates that the picture is in memory.


The number indicates the number of the stored picture (1~8).



To reserve in memory;



 SET - Save the picture in memory.


During replay, press SET button  when the picture to saved is on the screen.

The picture is stored in memory.

To release;

Press SET button  again.

Operational notes

- When attempting to put the 9th picture in memory, "FULL" is in the center of screen. To have room, show the picture in memory on the screen, and press SET button .

ERASE A PICTURE



When the picture is on the monitor,

Holding down SET button , press REC button  for approx. 2 seconds.

→ After erased, the monitor turns black for 1 second.

→ The next picture is shown.

(The next picture(s) will not be erased, even if the button is still held down)

ERASE ALL PICTURES

To erase all the pictures at one time, put KC-32EU in initial SET mode.

→ Select a new picture SAVE mode, or the same one again.


Operational notes

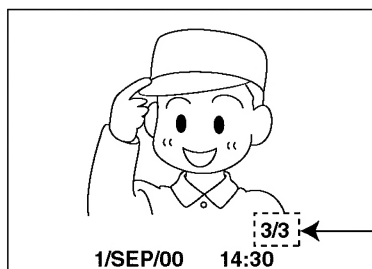
Before operation, make the above erase procedures are thoroughly understood.

- Once the picture is erased, it cannot be restored.
- The above procedures will erase all the pictures, including those stored in memory.
- It is not possible to erase one frame of a picture in 4-frame 16 picture mode.

ABSENCE - SET

When going out, set KC-32EU for Absence-SET mode.

When you return, the red flashing light on SET button  indicates the picture(s) has been saved during your absence.

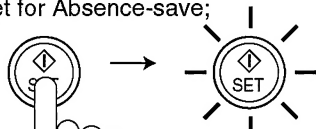


Indicates total no. of absence saved pictures and order of the picture being replayed.

3/3


- total 3 pictures saved
- latest picture on the screen

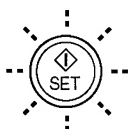
To set for Absence-save;



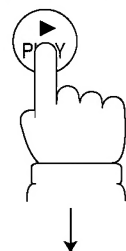
When going out, press SET button . The red light on SET button indicates KC-32EU is set for Absence-SAVE mode.





During your absence, visitor's call is automatically saved. SET button  flashing red indicates a saved picture.

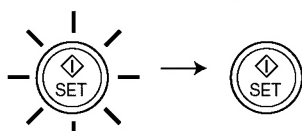



Upon your return




Press PLAY button  to view the saved pictures on the screen. SET button  becomes steadily lit. The pictures saved during your absence are replayed from the latest picture.

To release Absence-SAVE



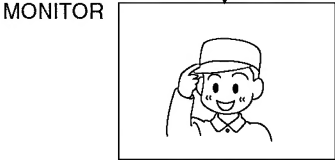
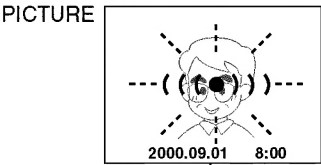
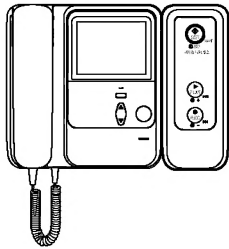
While SET button  is lit, press SET button. The SET button turns off, and Absence-SAVE mode is released.

Operational notes

- During set or replay operations, it is not possible to set Absence-SAVE or release.
- While SET button is flashing, Absence-SAVE mode cannot be cancelled.
 - To release; Replay the picture(s), and after that SET button becomes steadily lit. Press SET button .
- While KC-32EU is set for Absence-SET mode, manually saved picture cannot be viewed.

Door call-in (in set and replay mode)

While KC-32EU is in set or replay mode, door call-in is annunciated on master station.



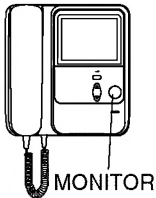
When KC-32EU is in set or replay mode, door call-in is annunciated by chime and 3-sec. on-screen mark.

Image of calling door comes on. Lift handset, and communicate. When finished, restart set or replay operation.

Operational notes

- On some master stations, chime does not sound if the handset is off-hook.

Extend set or replay mode



In set or replay operation, when monitor turns off, press **MONITOR** in 3 sec.


Set or replay mode can be extended.

Operational notes

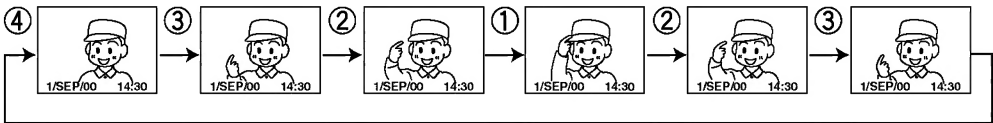
- Set or replay mode is automatically ended in 3 sec. after 30 sec. ~ 2-1/2 min. have elapsed without any operation on KC-32EU.

Replay 4 frame pictures in succession



While viewing 4-frame picture on the screen, press REC button .

Keep holding down REC button .



OPTION : Video print

KC-32EU has video output (NTSC signal). For example, the saved pictures can be printed with a video printer.

Notes :








- For video output, a separate connector and wiring is required from the KC-32EU.

4 TECHNICAL PRECAUTIONS

• Cleaning

Clean the KC-32EU equipment with a soft cloth dampened with neutral household cleanser. Never use any harsh cleaner or cloth.

• Trouble-shooting guide

TROUBLE MODE	POTENTIAL CAUSE OF TROUBLE	SOLUTION
<ul style="list-style-type: none">Picture is not saved when called.Cannot have saved pictures replayed with PLAY button .PLAY button  remains lit after replayed.	<ul style="list-style-type: none">Wrong setting of color or black & white selector.Check power status on KC-32EU.	<ul style="list-style-type: none">Set the selector switch to proper position on back of KC-32EU.
<ul style="list-style-type: none">SET button  does not light up.PLAY button  does not light up.REC button  does not light up.	<ul style="list-style-type: none">Check power status on KC-32EU.	<ul style="list-style-type: none">Turn on power of KC-32EU.
<ul style="list-style-type: none">Both PLAY and REC buttons ,  are lit without reason.	<ul style="list-style-type: none">Resetting date/time is necessary due to power failure, etc.	<ul style="list-style-type: none">Put KC-32EU in SET mode, and enter date/time anew.

5 SPECIFICATIONS (KC-32EU)

• Power source:	18 V DC (Black & White).	24V DC (Color).
• Current consumption:	(Max.) 230mA.	(Max.) 160mA.
• Dimensions:	(Standby) 85mA.	(Standby) 65mA.
	80 (W)×195 (H)×54.5 (D) (mm).	
	3-1/8"(W)×1-1/16"(H)×2-1/8"(D).	
• Weight:	320g (0.71 lbs.) approx.	

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy, and if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Increase the separation between the equipment and receiver.
- Consult the dealer or an experienced radio/TV technician for help.

WARRANTY

Aiphone warrants its products to be free from defects of material and workmanship under normal use and service for a period of two years after delivery to the ultimate user and will repair free of charge or replace at no charge, should it become defective upon which examination shall disclose to be defective and under warranty. Aiphone reserves unto itself the sole right to make the final decision whether there is a defect in materials and/or workmanship; and whether or not the product is within the warranty.

This warranty shall not apply to any Aiphone product which has been subject to misuse, neglect, accident, or to use in violation of instructions furnished, nor extended to units which have been repaired or altered outside of the factory.

This warranty does not cover batteries or damage caused by batteries used in connection with the unit.

This warranty covers bench repairs only, and any repairs must be made at the shop or place designated in writing by Aiphone.

Aiphone will not be responsible for any costs incurred involving on site service calls.

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AIPHONE CORPORATION, BELLEVUE, WA, USA
AIPHONE EUROPE N.V., ANTWERP, BELGIUM

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